

Title: Spell casting techniques

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This book holds a collection of various spell casting techniques used with various spells.

Choosing a correct method of casting becomes important in higher levels of practice, as the very nature of the spell may change depending on how it is cast.

Quick energy release:

This method is rather straight forward, and is used commonly with standard imagery and necromancy spells. This method uses energy from the caster, referred to as mana to draw power from reagents. Words of power based on Gargish are then used to formulate the energy into the desired spell. Beginners to the arcane arts often need to hold their reagents in order to draw power from them, although after enough practice reagents can be used simply from the pouch they are stored in when casting in this manner.

Summoning:

Although there are simple summoning techniques in the imagery and necromancy fields, more advanced summoning requires much more preparation. Summoning is

a very precise art, a field of arcane on its own, and should be handled with care.

Summoners use many techniques to summon things, this book will only give a few basic and common methods used by a number of summoners.

Novices should not attempt to summon using information from this book, and should seek books specifically on summoning. A common technique is to use a pentagram or other geometric patterns, and place necessary items on each point of the pattern. The pattern may also have runes inscribed on it in various locations to increase the flow of energy in the pattern.

Many summoners also place warding items on the pattern to protect them in case an undesired creature is summoned, from harmful energy from any dimensional rift which may be opened, or to protect them from the very thing they attempt to bring forth.

Another common technique is for a summoner to write a scroll with the desired summoning spell in it, and place it in the center of the pattern.

Some summoners casting in this way do not use patterns, but rather place all necessary reagents and wards around the scroll in a circular form.

Other than these techniques, there is very little summoners do in common. Many develop their own style, and write their own spells. Novices must remember this, and pursue summoning if they wish to learn more.

Crystal Infusion:

This method involves infusing a crystal with arcane energy, often to create some sort of area effect. The crystal size used may vary, from small gems to large clusters. Needless to say, the size of the crystal influences the power of the spell. A small crystal is easy to infuse with energy, however the effect will not cover a large area. Small crystals are most commonly used for small warding charms or other such things.

Large crystals take quite a bit more energy to infuse, and may take several wizards casting on it simultaneously. The effect could cover a large area of land. To infuse a crystal, place the crystal being used on a table or on the floor, and place the reagents for the spell, if any are being used, around the crystal as evenly spaced as possible. Then, the caster should hold his hands a few inches away from both sides of the crystal.

For example, the left hand would be a few inches away from the left side, the right hand would be a few inches away from the right side, so the crystal is in between both hands. In a group, all casters should be equally paced away from, and around, the crystal. After the caster is in place, the words of power for the spell

should be spoken, and the caster should begin transferring mana to the reagents surrounding the crystal, and into the crystal itself. The mana in the reagents will be drawn into the crystal. As the crystal absorbs energy, it will begin to glow. At a certain point it will stop glowing any brighter, this means it has reached its maximum energy capacity, and cannot absorb any more energy. At this point, the caster should stop energy transfer, as the spell is now complete.

Elementalism:

Elementalism is a completely different method of casting. Energy is taken by the elementalist, and channeled into a "spectrum" of energy types, the elements. This differs from Magery and Necromancy, both of those techniques rely on the words of power to bring a specific element forth. Words of power are not necessary in elementalism, as a skilled elementalist can manipulate an element in any way they wish. However, it takes many years of practice to achieve this level of control. Beginning elementalists may find it impossible to turn energy into a specific element, and should focus on trying to control an already existing element, such as water from a nearby lake, or the flame of a candle. Since it is so difficult, many apprentice elementalists give up for easier to learn techniques such as imagery.

